

## Claims

1. A method for managing data described by means of an extensible markup language, wherein the data is structured in the form of objects, wherein components of the objects can be stored in first files, wherein said components each represent a logical unit of an object, and wherein a second file having first means for referencing said components is provided as a higher-order, object-based logical level for storing said objects.

2. The method according to claim 1, characterized in that the components are themselves objects.

3. The method according to claim 1, characterized in that the components are stored in object-specific generic containers, with said containers serving to reference the respective object.

4. A system for managing data described by means of an extensible markup language, wherein objects for structuring the data are provided, wherein components of said objects can be stored in first files, wherein said components each represent a logical unit of an object, and wherein a second file having first means for referencing said components is provided as a higher-order, object-based logical level for storing said objects.

5. The system according to claim 4, characterized in that the components are themselves objects.

6. The system according to claim 4, characterized in that

object-specific generic containers are provided for storing the components of the objects, with said containers serving to reference the respective object.